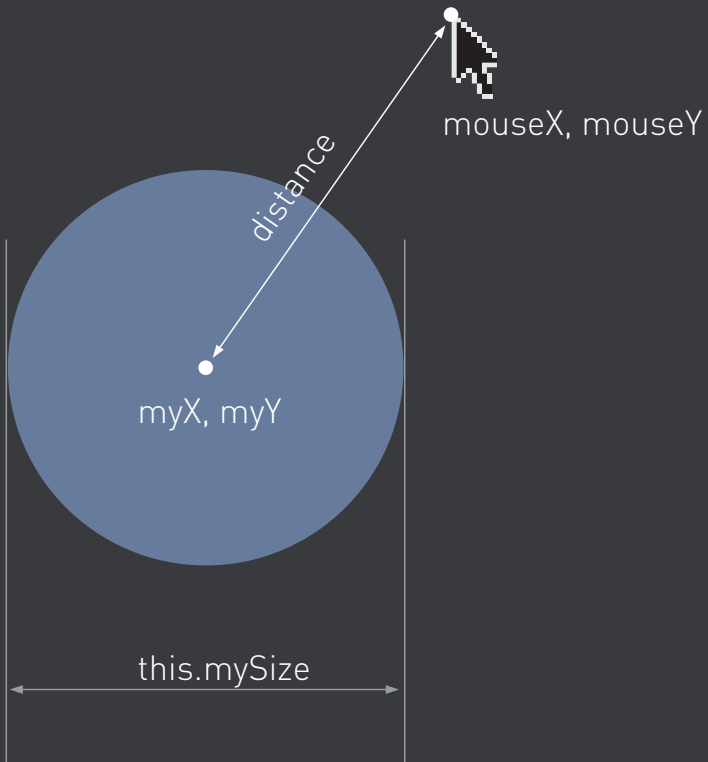


concept hover

in circles

```
distance = dist(mouseX, mouseY, myX, myY);  
if (distance < this.mySize/2)
```



in rectangles

```
if (mouseX > myX - myWidth/2 && mouseX < myX + myWidth/2 &&  
    mouseY > myY - myHeight/2 && mouseY < myY + myHeight/2)
```

